

Orc

COACH NAME

Eliphas

TEAM NAME

Trainend Boys and Gitz

SIDELINE

Apothecary	Yes
Assistant coaches	1
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

INDUCEMENTS

No inducements

SPECIAL RULES

- Badlands Brawl

SUMMARY

Option: Training camp	
Team budget	1075k/1080k
SPP	48/48
Max skill stacks	0
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Big Un Blocker	5	4	4+	-	10+	Animosity (Big Un Blocker), <i>Guard</i>	90k
2	Big Un Blocker	5	4	4+	-	10+	Animosity (Big Un Blocker), <i>Guard</i>	90k
3	Big Un Blocker	5	4	4+	-	10+	Animosity (Big Un Blocker), <i>Guard</i>	90k
4	Big Un Blocker	5	4	4+	-	10+	Animosity (Big Un Blocker), <i>Guard</i>	90k
5	Blitzer	6	3	3+	4+	10+	Animosity (all team-mates)*, Block, <i>Mighty Blow (+1)</i>	80k
6	Blitzer	6	3	3+	4+	10+	Animosity (all team-mates)*, Block, <i>Tackle</i>	80k
7	Blitzer	6	3	3+	4+	10+	Animosity (all team-mates)*, Block, <i>Frenzy*</i>	80k
8	Blitzer	6	3	3+	4+	10+	Animosity (all team-mates)*, Block	80k
9	Thrower	5	3	3+	3+	9+	Animosity (all team-mates)*, Pass, Sure Hands	65k
10	Orc Lineman	5	3	3+	4+	10+	Animosity (Orc Linemen)	50k
11	Goblin	6	2	3+	4+	8+	Dodge, Right Stuff*, Stunty*, <i>Sneaky Git</i>	40k

Animosity (Big Un Blocker): This player is jealous of and dislikes certain other players on their team, as shown in brackets after the name of the Skill on this player's profile. This may be defined by position or race. For example, a Skaven Thrower on an Underworld Denizens team has Animosity (Underworld Goblin Lineman), meaning they suffer Animosity towards any Underworld Goblin Lineman players on their team. Whereas a Skaven Renegade on a Chaos Renegade team has Animosity (all team-mates), meaning they suffer Animosity towards all of their team-mates equally.

When this player wishes to perform a Hand-off action to a team-mate of the type listed, or attempts to perform a Pass action and the target square is occupied by a team-mate of the type listed, this player may refuse to do so. Roll a D6. On a roll of 1, this player refuses to perform the action and their activation comes to an end. Animosity does not extend to Mercenaries or Star Players.

Animosity (Orc Linemen): This player is jealous of and dislikes certain other players on their team, as shown in brackets after the name of the Skill on this player's profile. This may be defined by position or race. For example, a Skaven Thrower on an Underworld Denizens team has Animosity (Underworld Goblin Lineman), meaning they suffer Animosity towards any Underworld Goblin Lineman players on their team. Whereas a Skaven Renegade on a Chaos Renegade team has Animosity (all team-mates), meaning they suffer Animosity towards all of their team-mates equally.

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Animosity (all team-mates)*: This player is jealous of and dislikes certain other players on their team, as shown in brackets after the name of the Skill on this player's profile. This may be defined by position or race. For example, a Skaven Thrower on an Underworld Denizens team has Animosity (Underworld Goblin Lineman), meaning they suffer Animosity towards any Underworld Goblin Lineman players on their team. Whereas a Skaven Renegade on a Chaos Renegade team has Animosity (all team-mates), meaning they suffer Animosity towards all of their team-mates equally.

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Block: When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

Dodge: Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

Frenzy*: Every time this player performs a Block action (on its own or as part of a Blitz action), they must follow-up if the target is pushed back and if they are able. If the target is still Standing after being pushed back, and if this player was able to follow-up, this player must then perform a second Block action against the same target, again following-up if the target is pushed back.

If this player is performing a Blitz action, performing a second Block action will also cost them one square of their Movement Allowance. If this player has no Movement Allowance left to perform a second Block action, they must Rush to do so. If they cannot Rush, they cannot perform a second Block action.

Note that if an opposition player in possession of the ball is pushed back into your End Zone and is still Standing, a touchdown will be scored, ending the drive. In this case, the second Block action is not performed.

A player with this Skill cannot also have the Grab skill.

Guard: When a player performs a Block action (including as part of a Blitz action) this player can offer both offensive and defensive assists regardless of how many opposition players are Marking them.

Mighty Blow (+1): When an opposition player is Knocked Down as the result of a Block action performed by this player (on its own or as part of a Blitz action), you may modify either the Armour roll or Injury roll by the amount shown in brackets. This modifier may be applied after the roll has been made.

This Skill cannot be used with the Stab or Chainsaw traits.

Pass: This player may re-roll a failed Passing Ability test when performing a Pass action.

Right Stuff*: If this player also has a Strength characteristic of 3 or less, they can be thrown by team-mate with the Throw Team-mate skill.

This Trait may still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Sneaky Git: When this player performs a Foul action, they are not Sent-off for committing a Foul should they roll a natural double on the Armour roll.

Stunty*: When this player makes an Agility test in order to Dodge, they ignore any -1 modifiers for being Marked in the square they have moved into, unless they also have either Bombardier trait, the Chainsaw trait or the Swoop trait.

However, when an opposition player attempts to interfere with Pass action performed by this player, that player may apply a +1 modifier to their Agility test.

Finally, players with this Trait are more prone to injury. Therefore, when an Injury roll is made against this player, roll 2D6 and consult the Stunty Injury table.

This Trait must still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Sure Hands: This player may re-roll any failed attempt to pick up the ball. In addition, the Strip Ball skill cannot be used against a player with this Skill.

Tackle: When an active opposition player attempts to Dodge from a square in which they were being Marked by one or more players on your team with this Skill, that player cannot use the Dodge skill.

Additionally, when an opposition player is targeted by a Block action performed by a player with this Skill, that player cannot use the Dodge skill if a Stumble result is applied against them.